What is claimed is:

1.   A method for bookmarking a voicemail message, the method comprising:

(a)   playing back a voicemail message; then

(b)   receiving a bookmark request during the playing back of the voicemail message, wherein the bookmark request includes a timing offset value that defines a period of time preceding a point in the voicemail message at which the bookmark request was received; then

(c)   receiving a request for playing back the voicemail message; and then

(d)   instead of playing back the voicemail message from a start of the voicemail message, playing back the voicemail message starting at the period of time preceding the point in the voicemail message at which the bookmark request was received.

2.   The method of Claim 1, wherein the playing back of the voicemail message in (d) occurs without receiving a rewind command from a user.

3.   The method of Claim 1, wherein the voicemail message is stored in a database, and wherein the method further comprises determining a memory location within the stored voicemail message based on the timing offset value.

4.   The method of Claim 1, wherein (a)-(d) are performed by a service node.

5.   A telecommunication system comprising:

a switch; and

8

a processor in communication with the switch and operative to:

        play back a voicemail message; then

        receive a bookmark request during the playing back of the voicemail message, wherein the bookmark request includes a timing offset value that defines a period of time preceding a point in the voicemail message at which the bookmark request was received; then

        receive a request for playing back the voicemail message; and then

        instead of playing back the voicemail message from a start of the voicemail message, play back the voicemail message starting at the period of time preceding the point in the voicemail message at which the bookmark request was received.

6.   The telecommunication system of Claim 5, wherein the processor is operative to play back the voicemail message starting at the period of time preceding the point in the voicemail message at which the bookmark request was received without receiving a rewind command from a user.

7.   The telecommunication system of Claim 5 further comprising a voicemail database storing the voicemail message, wherein the voicemail database is in communication with the processor.

8.   The telecommunication system of Claim 5, wherein the processor is part of a service node.

9.   A computer-usable medium storing a computer program product comprising:

means for playing back a voicemail message;

means for receiving a bookmark request during the playing back of the

voicemail message, wherein the bookmark request includes a timing offset value that

defines a period of time preceding a point in the voicemail message at which the

bookmark request was received;

means for receiving a request for playing back the voicemail message; and

means for, instead of playing back the voicemail message from a start of the

voicemail message, playing back the voicemail message starting at the period of time

preceding the point in the voicemail message at which the bookmark request was

received.

10.   The computer-usable medium of Claim 9, wherein the playing back of the

voicemail message starting at the period of time preceding the point in the voicemail

message at which the bookmark request was received occurs without receiving a

rewind command from a user.

11.   The computer-usable medium of Claim 9, wherein the voicemail message is

stored in a database, and wherein the computer-usable medium further comprises

means for determining a memory location within the stored voicemail message based

on the timing offset value.

12.   The computer-usable medium of Claim 9, wherein each of the means is stored

on a service node.

10

13.   A method for bookmarking a voicemail message, the method comprising:

(a)   playing back a voicemail message; then

(b)   receiving a bookmark request during the playing back of the voicemail

message; then

(c)   receiving a request for playing back the voicemail message; and then

(d)   instead of playing back the voicemail message from a start of the

voicemail message, playing back the voicemail message starting at a point preceding a

point in the voicemail message at which the bookmark request was received without

receiving a rewind command from a user.

14.   The method of Claim 13, wherein the bookmark request includes a timing

offset value that defines a period of time preceding a point in the voicemail message at

which the bookmark request was received, and wherein (d) comprises playing back

the voicemail message starting at the period of time preceding the point in the

voicemail message at which the bookmark request was received.

15.   The method of Claim 14, wherein the voicemail message is stored in a

database, and wherein the method further comprises determining a memory location

within the stored voicemail message based on the timing offset value.

16.   The method of Claim 13, wherein (a)-(d) are performed by a service node.

17.   A telecommunication system comprising:

a switch; and

a processor in communication with the switch and operative to:

11

play back a voicemail message; then

receive a bookmark request during the playing back of the voicemail message; then

receive a request for playing back the voicemail message; and then

instead of playing back the voicemail message from a start of the voicemail message, play back the voicemail message starting at a point preceding a point in the voicemail message at which the bookmark request was received without receiving a rewind command from a user.

18.   The telecommunication system of Claim 17, wherein the bookmark request includes a timing offset value that defines a period of time preceding a point in the voicemail message at which the bookmark request was received, and wherein the processor is operative to play back the voicemail message starting at the period of time preceding the point in the voicemail message at which the bookmark request was received.

19.   The telecommunication system of Claim 17 further comprising a voicemail database storing the voicemail message, wherein the voicemail database is in communication with the processor.

20.   The telecommunication system of Claim 17, wherein the processor is part of a service node.

21.   A computer-usable medium storing a computer program product comprising: means for playing back a voicemail message;

means for receiving a bookmark request during the playing back of the

voicemail message;

means for receiving a request for playing back the voicemail message; and

means for, instead of playing back the voicemail message from a start of the

voicemail message, playing back the voicemail message starting at a point preceding a

point in the voicemail message at which the bookmark request was received without

receiving a rewind command from a user.

22.   The computer-usable medium of Claim 13, wherein the bookmark request

includes a timing offset value that defines a period of time preceding a point in the

voicemail message at which the bookmark request was received, and wherein the

means for playing back the voicemail message starting at a point preceding a point in

the voicemail message at which the bookmark request was received without receiving

a rewind command from a user comprises means for playing back the voicemail

message starting at the period of time preceding the point in the voicemail message at

which the bookmark request was received.

23.   The computer-usable medium of Claim 22, wherein the voicemail message is

stored in a database, and wherein the computer-usable medium further comprises

means for determining a memory location within the stored voicemail message based

on the timing offset value.

24.   The computer-usable medium of Claim 21, wherein each of the means is

stored on a service node.